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(57) **ABSTRACT**

Patent systems are often justified by assumptions that inventive activity will be spurred by the prospect of patent protection, leading to the accrual of greater societal benefits than would be possible under non-patent systems. One way to test this hypothesis is experimentally to simulate the behavior of inventors and licensees, in particular, and society, in general, under conditions approximating patent and non-patent systems. By measuring differences in a metric representing societal benefit, it is possible to make direct quantitative comparisons between such alternative systems. The simulation is simulating all parameters in the patent system, useful for economists, social scientists, IP professionals, students, attorneys, business people, and government planners, among others.

Patent Game

Lobby for Game # 45

Game Settings

Game Type: Patent
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